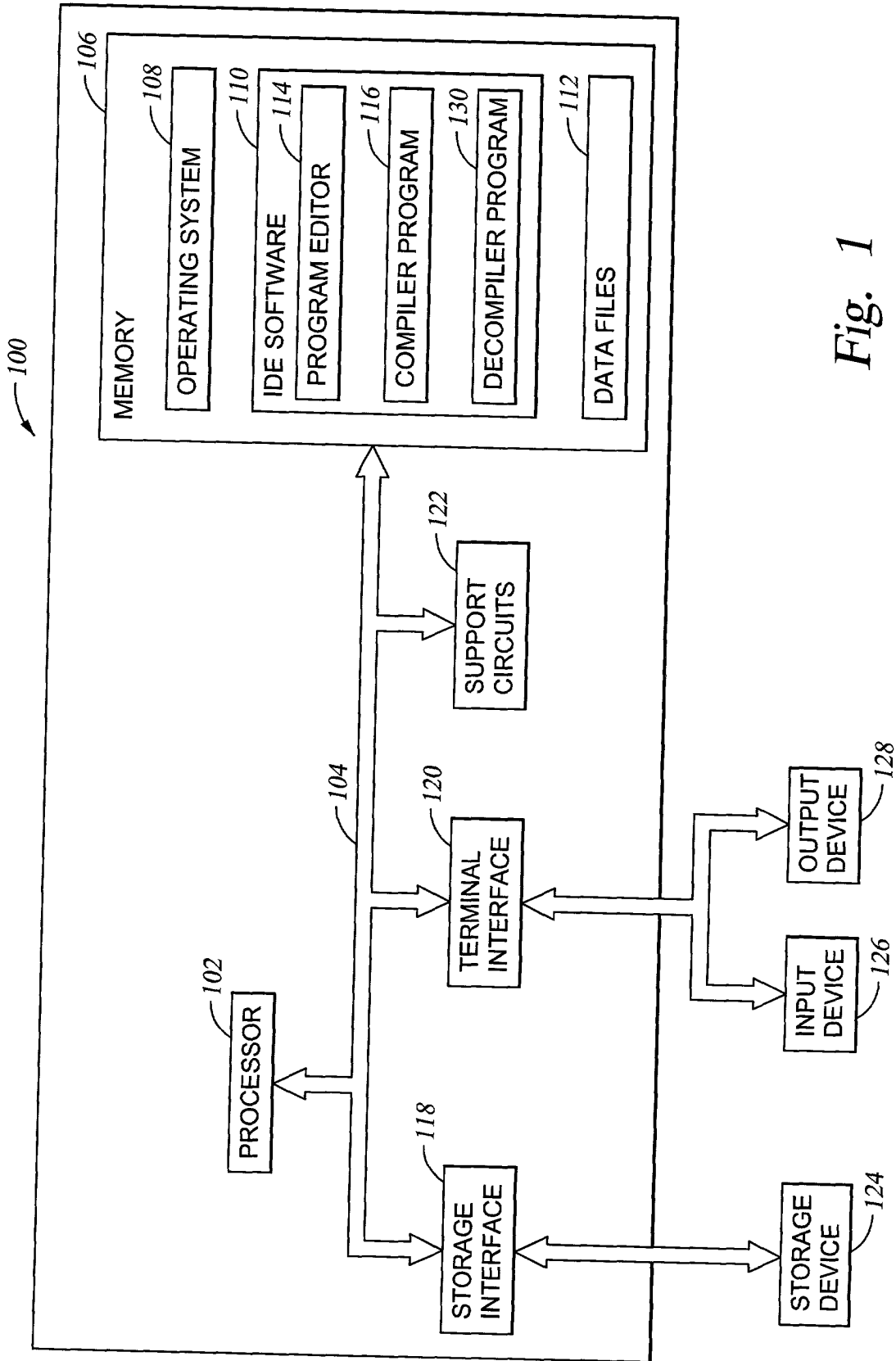


1/8



```

graph LR
    202[202 SOURCE CODE] --> 116[116 (STATIC) COMPILER]
    116 --> 204[204 OBJECT CODE]
  
```

```
graph LR; 202[202 SOURCE CODE] --> 206[206 JAVA COMPILER]; 206 --> 208[208 BYTE CODE]; 208 --> 210[210 JAVA VIRTUAL MACHINE]; 210 --> 212[212 VIRTUAL MACHINE]; 210 --> 214[214 RUN TIME COMPILER]; 212 --> 214;
```

The flowchart illustrates the process of Java compilation and execution. It begins with a box labeled '202 SOURCE CODE'. An arrow points from this box to a box labeled '206 JAVA COMPILER'. From the '206 JAVA COMPILER' box, an arrow points to a box labeled '208 BYTE CODE'. From the '208 BYTE CODE' box, an arrow points to a large box labeled '210 JAVA VIRTUAL MACHINE'. Inside the '210 JAVA VIRTUAL MACHINE' box, there are two smaller boxes: '212 VIRTUAL MACHINE' on the left and '214 RUN TIME COMPILER' on the right. An arrow points from the '210 JAVA VIRTUAL MACHINE' box to the '212 VIRTUAL MACHINE' box. Another arrow points from the '210 JAVA VIRTUAL MACHINE' box to the '214 RUN TIME COMPILER' box. A third arrow points from the '212 VIRTUAL MACHINE' box to the '214 RUN TIME COMPILER' box.

```
graph LR; 202[202 SOURCE CODE] --> 116[116 COMPILER]; 116 <--> 114[114 COMPUTER PROGRAM]; 116 --> 204[204 OBJECT CODE]; 204 --> 130[130 DECOMPILER]; 130 --> 214[214 OPTIMIZED SOURCE CODE];
```

The flowchart illustrates the compilation process. It starts with a box labeled '202 SOURCE CODE'. An arrow points from this box to a box labeled '116 COMPILER'. A bidirectional arrow connects the '116 COMPILER' box to a long vertical box labeled '114 COMPUTER PROGRAM'. An arrow points from the '116 COMPILER' box to a box labeled '204 OBJECT CODE'. Another arrow points from the '204 OBJECT CODE' box to a box labeled '130 DECOMPILER'. Finally, an arrow points from the '130 DECOMPILER' box to a box labeled '214 OPTIMIZED SOURCE CODE'.

3/8

302

ORIGINAL CODE	OPTIMIZED CODE
<pre> public void doWork() { MyClass c = new MyClass(); int i, j = 5; : i = c.smallMethod(j); : } </pre> <p style="text-align: right;">312</p>	<pre> public void doWork() { MyClass c = new MyClass(); int i, j = 5; : if (j < 10) i = j * 10; else i = j; : } </pre> <p style="text-align: right;">314</p>

304

306

Fig. 3A

302

ORIGINAL CODE	OPTIMIZED CODE
<pre> public int doWork() { : a = b + c; b = a - d; c = b + c; d = a - d; : } </pre>	<pre> public int doWork() { : a = b + c; b = a - d; c = b + c; d = b; : } </pre>

304

306

Fig. 3B

4/8

302

ORIGINAL CODE	OPTIMIZED CODE
<pre> public int[] setIntVals() { int[] intVals = new int[20] ; for (int i = 0; i < intVals.length; i ++) { intVals[i] = 1; } return (intVals) ; } </pre> <p>332</p>	<pre> public int[] setIntVals() { int[] intVals = new int[20] ; int len = intVals.length; for (int i = 0; i < len; i++) { intVals[i] = 1; } return (intVals) ; } </pre> <p>334</p>

304

306

Fig. 3C

302

ORIGINAL CODE	OPTIMIZED CODE
<pre> public int[] setIntVals() { int[] intVals = new int[20] ; int len = intVals.length; for (int i = 0; i < len; i++) { intVals[i] = 1; } return (intVals) ; } </pre>	<p>Not Applicable</p> <p>This optimization was not performed. While a loop was found in the method, all statements executed within the loop are dependent on results calculated during each iteration of the loop.</p>

304

306

Fig. 3D

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5/8

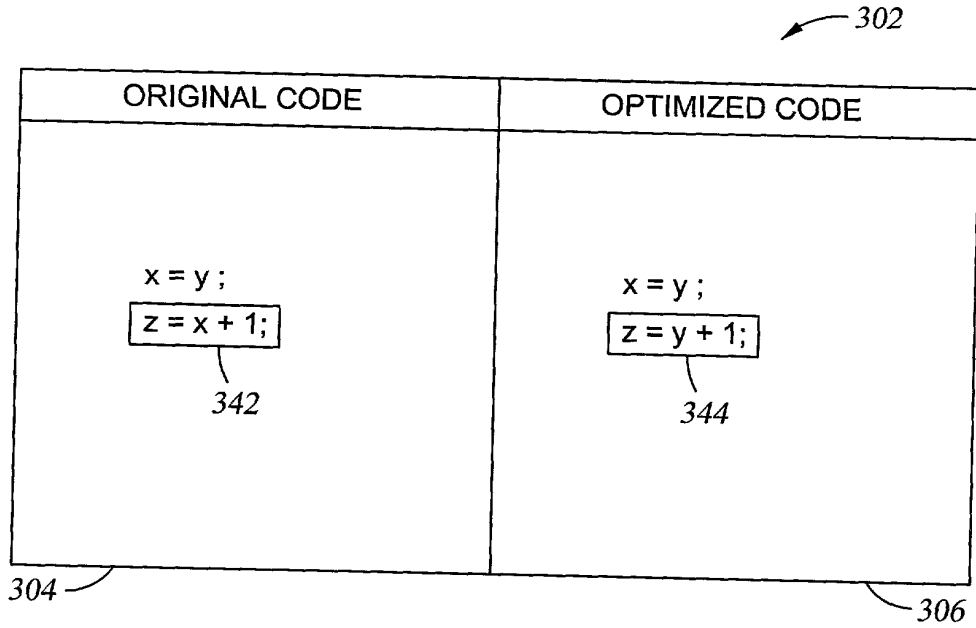


Fig. 3E

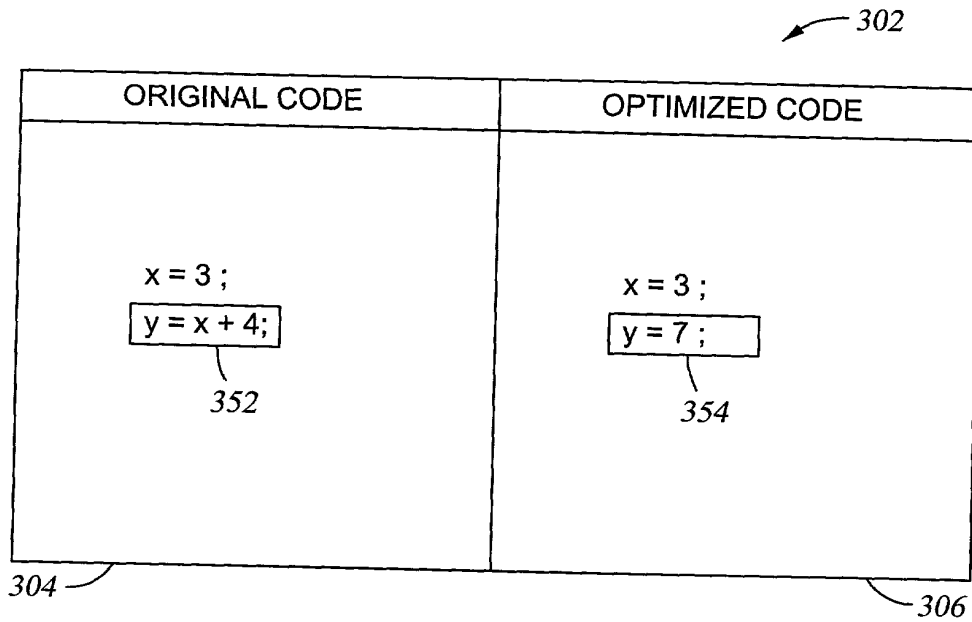


Fig. 3F

6/8

302

" Just in Time " Compiler Heuristics

Times Procedure is Executed	Optimization
1 - 20	None (interpreted)
21 - 50	First stage optimization
51 - 100	Second stage optimization
101 +	Full optimization

Fig. 3G

302

Inlining Statistics for Project XYZ
53 methods from 25 types inlined in 134 places

Inlining Statistics for Package com.xyz.pkg1
12 methods from 7 internal types inlined in 44 places (intra-pkg)
7 methods from 2 external types inlined in 15 places (inter-pkg)

Inlining Statistics for Package com.xyz.pkg2
4 methods from 2 internal types inlined in 4 places (intra-pkg)
17 methods from 11 external types inlined in 31 places (inter-pkg)

Inlining Statistics for Class com.xyz.pkg1.ExampleClass
2 internal methods inlined in 4 places (intra-class)
3 external methods inlined in 6 places (inter-class)

Fig. 3H

7/8

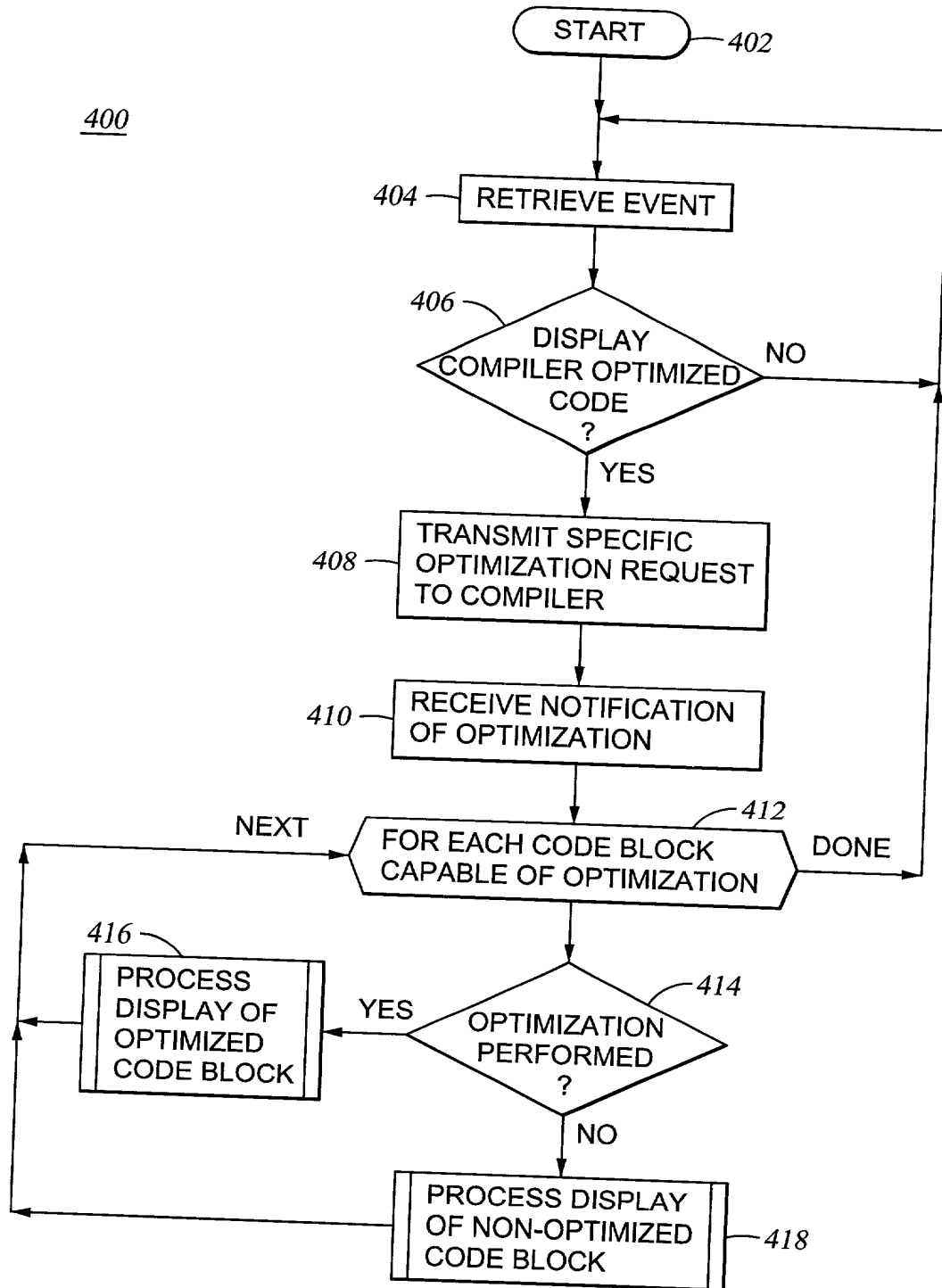


Fig. 4

